SELECT/
FLIPPER

ASTRO PINBALL

START
SERVE

START
SERVE

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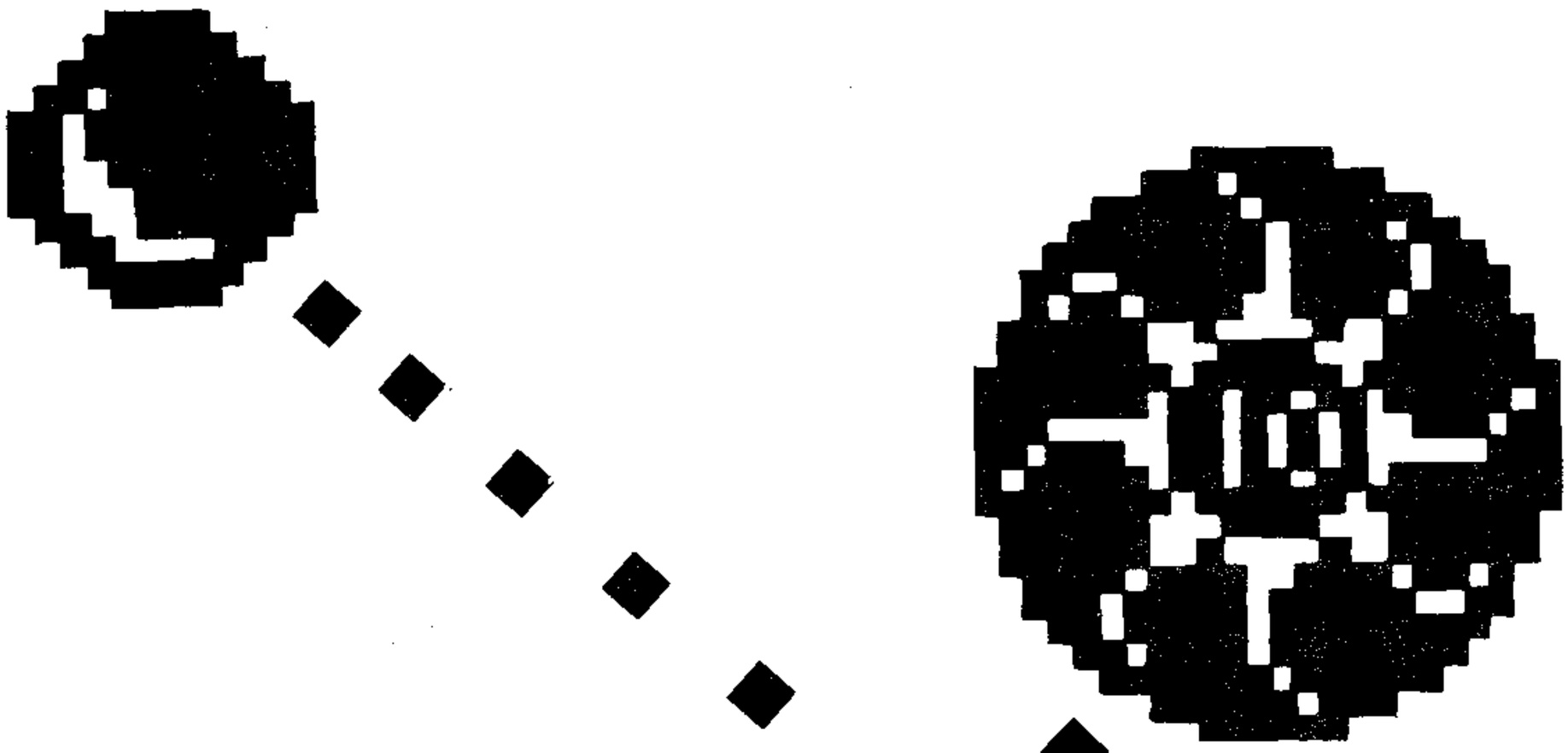
Home Entertainment & Personal Computing System



ASTRO PINBALL

CARTRIDGE INSTRUCTIONS

VTECH

Lucky you! You've chosen one of the most true-to-life, arcade quality games in the world, with over 30 game variations.

CREATIVISION'S ASTRO PINBALL

Just like the real thing
All the sights, sounds, fun and excitement of real arcade pinball, right in your own home. The built-in computer calculates the precise angle of bounce and gives you extra-fast response with your flippers, so there's nothing to hold up the action.

How to play
Each player gets 5 balls to start, and controls the plunger which puts the balls into play. One ball is played at a time. As the ball approaches the flippers, the player attempts to hit the ball to keep it in play.

32 game variations
You can choose the number of pins, the speed of the ball and the layout of the pinball game, simply by picking the appropriate Game Number.

Getting ready to play
To ensure that everything is ready, go through this checklist carefully.

1) MAIN UNIT ANTENNA CABLE . . . CONNECTED TO TV . . . CHECK!
2) MAIN UNIT POWER CORD . . . PLUGGED IN . . . CHECK!
3) TV SET . . . PLUGGED IN . . . CHECK!
4) MAIN UNIT POWER SWITCH . . . OFF . . . CHECK!
5) ASTRO PINBALL CARTRIDGE . . . INSERTED . . . CHECK!

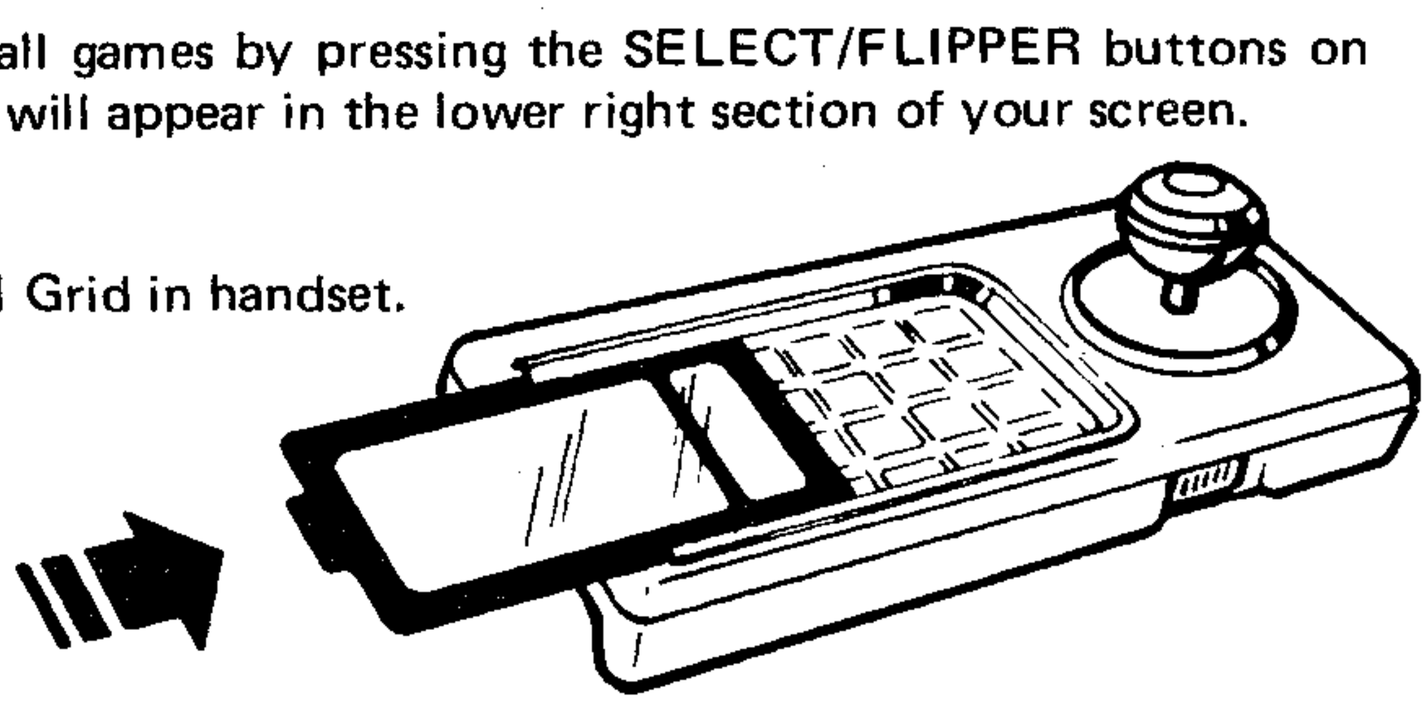
Now you are ready to play Astro Pinball.

MOVE MAIN UNIT POWER SWITCH TO . . . ON position.

Astro Pinball should appear on your TV screen in the demonstration mode. If not, adjust the tuning controls on your TV channel until it does.

Getting set to play
1) Insert one of the enclosed PINBALL GRIDS into each handset as shown in diagram.
2) Press RESET BUTTON on main unit.
3) Choose one of the 32 Pinball games by pressing the SELECT/FLIPPER buttons on the handsets. Game number will appear in the lower right section of your screen.

Playing
1) Press START area on Pinball Grid in handset.



Putting the ball in play
Press the SERVE area on the PINBALL GRID. The ball will be released with a force proportional to the amount of time the SERVE key is pressed. The longer it is pressed, the harder the ball will be served.

Using the flippers
Control the flippers with the FLIPPER buttons on the appropriate handset.

One-Player Games (Use left handset)

Game 1 Fast-ball. Three Roulette-Pins
Game 5 Super-fast ball. Three Roulette-Pins
Game 9 Fast ball. Two Roulette-pins.
Game 13 Super-fast ball. Two Roulette Pins.
Game 17 Fast ball. Three Roulette-Pins. Stoppers on side chutes.
Game 21 Super-fast ball. Three Roulette-Pins. Stoppers on side chutes.
Game 25 Fast ball. Two Roulette-Pins. Stoppers on side chutes.
Game 29 Super-fast ball. Two Roulette-Pins. Stoppers on side chutes.

Two-Player Games (Player 1 — left handset. Player 2 — right handset)

Game 2 Fast ball. Three Roulette-Pins.
Game 6 Super-fast ball. Three Roulette-Pins.
Game 10 Fast ball. Two Roulette-Pins.
Game 14 Super-fast ball. Two Roulette-Pins.
Game 18 Fast ball. Three Roulette-Pins. Stoppers on side chutes
Game 22 Super-fast ball. Three Roulette-Pins. Stoppers on side chutes.
Game 26 Fast ball. Two Roulette-Pins. Stoppers on side chutes.
Game 30 Super-fast ball. Two Roulette-Pins. Stoppers on side chutes.

Three-player games (Players 1 & 2 — left handset. Player 3 — right handset)

Game 3 Fast ball. Three Roulette-Pins.
Game 7 Super-fast ball. Three Roulette Pins.
Game 11 Fast ball. Two Roulette-Pins.
Game 15 Super-fast ball. Two Roulette-Pins.
Game 19 Fast ball. Three Roulette-Pins. Stoppers on side chutes.
Game 23 Super-fast ball. Three Roulette-Pins. Stoppers on side chutes.
Game 27 Fast ball. Two Roulette-Pins. Stoppers on side chutes.
Game 31 Super-fast ball. Two Roulette-Pins. Stoppers on side chutes.

Four-Player Games (Players 1 & 2 — left handset. Players 3 & 4 — right handset.)

Game 4 Fast ball. Three Roulette-Pins.

Game 8 Super-fast ball. Three Roulette-Pins.

Game 12 Fast ball. Two Roulette-Pins.

Game 16 Super-fast ball. Two Roulette-Pins.

Game 20 Fast ball. Three Roulette-Pins. Stoppers on side chutes.

Game 24 Super-fast ball. Three Roulette-Pins. Stoppers on side chutes.

Game 28 Fast ball. Two Roulette-Pins. Stoppers on side chutes.

Game 32 Super-fast ball. Two Roulette-Pins. Stoppers on side chutes.

Scoring

Roulette-Pins	10 points	
Rebounders	20 points	(Sometimes 50 points)
Chutes	50 points	(Sometimes 100 points)

Screen indicates current score when ball hits.

Bonus points

When any player achieves 1000 points, a BONUS light will glow. If the player hits the BONUS while it is lit, a BONUS FACTOR of 2 to 5 will appear on the screen. For a certain period of time, every score the player makes will be multiplied by the BONUS FACTOR.

Extra balls

If any player hits the EXTRA BALL light while it is lit, an extra ball will be added automatically.

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